PlayStation™

NTSC U/C

PlayStation™

THE CHESSMASTER® 3-D

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00052

MINDSCAPE®

WARNING: READ THIS BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on televisions screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physican before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISION:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edge.
  Never use solvents or abrasive cleaners.

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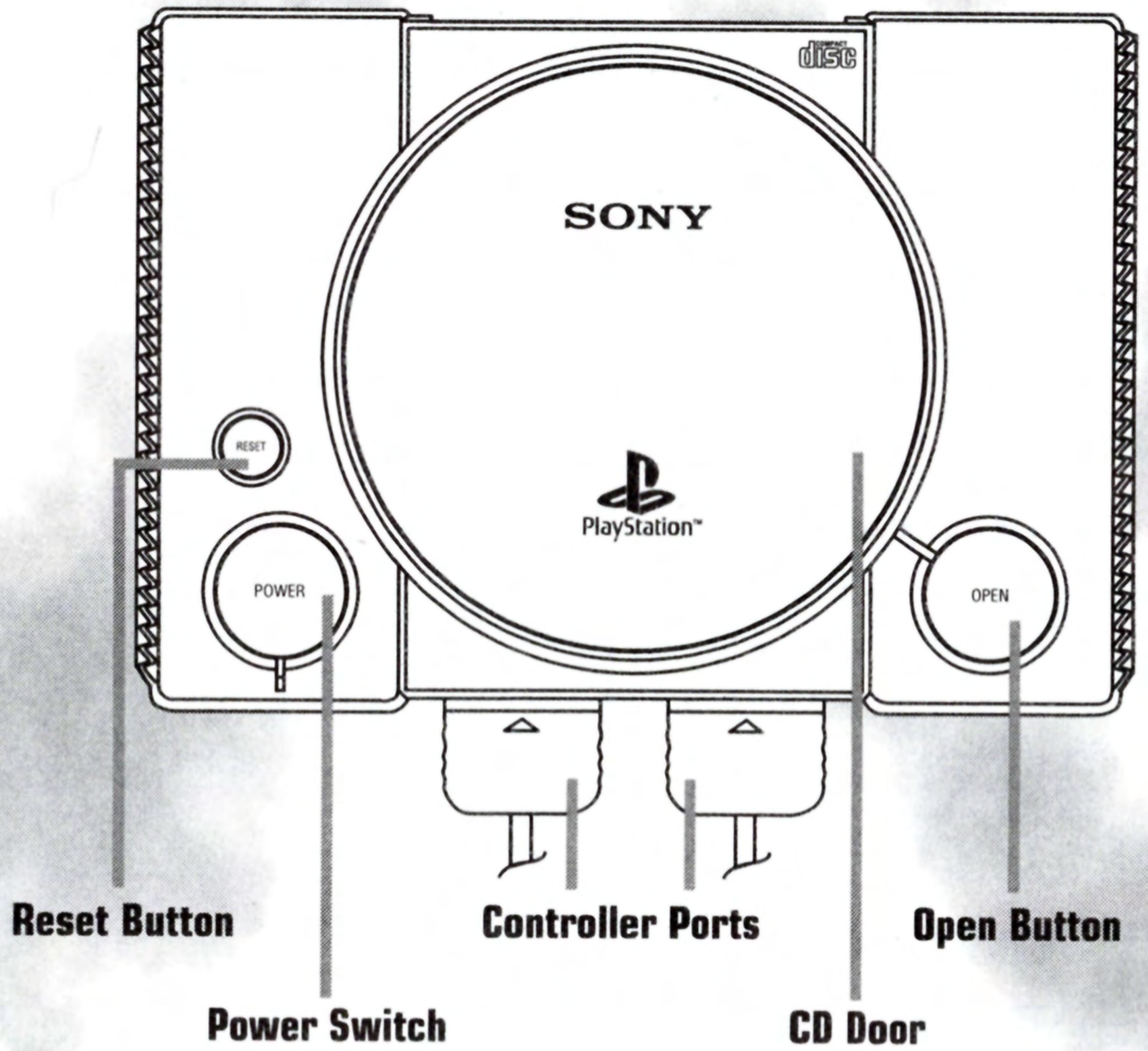
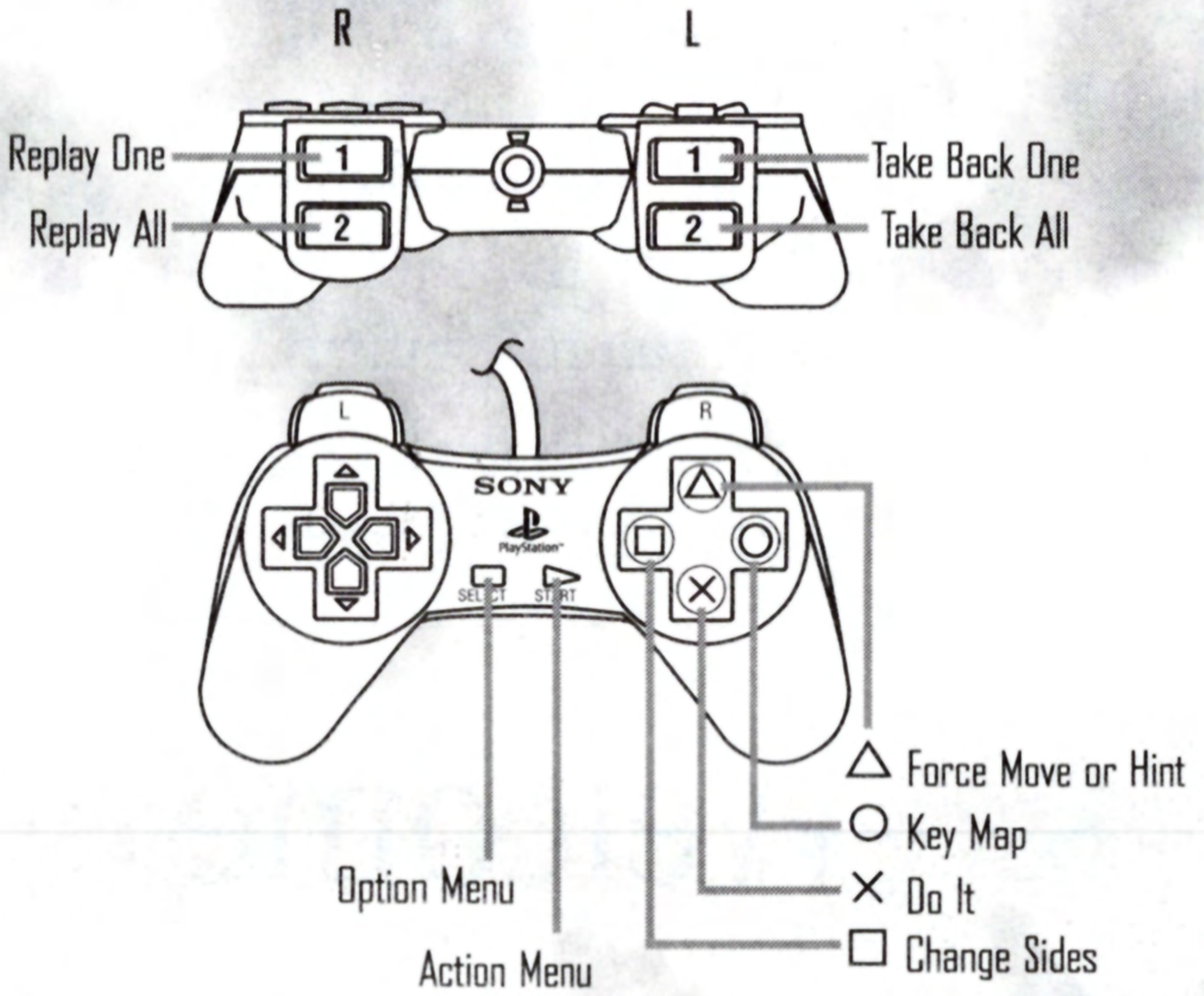
Setting Up



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Chessmaster 3D disc and close the CD door. Insert game controllers and then turn on the PlayStation game console. Follow on-screen instructions to start a game.

Quick Start Guide

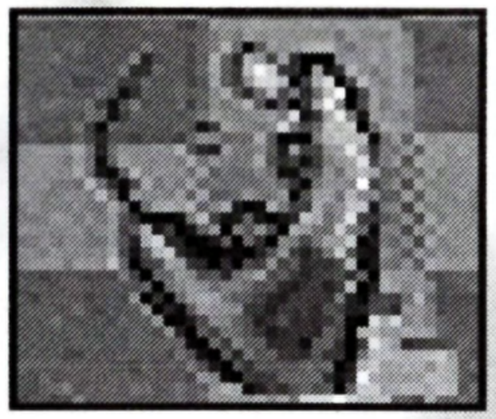


Use the quick start guide if you already have a basic understanding of chess. If you're new to chess and would prefer more detailed instructions, see the Overview on page 21.

To view the Controller Menu, press the ◯ button. Or, highlight the controller and press ✕.

To begin a new game, press START. The default opponent is the Chessmaster, a highly intelligent player. To challenge a less formidable opponent, use the controller to position the cursor over the opponent

icons in the upper right portion of the game screen and press the ⊗ button. Choose from among 12 opponents of varying levels. When ready, press **START**. To move, use the control pad to move the Wizard's hand in any direction. Press the ⊗ button to select the piece you are moving. Then move the hand to the square you wish the piece to move to and press the ⊗ button to confirm your move.



Note: If you grab a piece and change your mind, you can return the piece to its starting square before you place it on the board.

Welcome

Welcome to Chessmaster 3-D for the PlayStation. Chess is one of the worlds most popular and challenging board games. Whether you are a novice chess player or well on your way to becoming a Grand Master, Chessmaster 3-D will provide years of fun and competition.

With Chessmaster 3-D you need not worry about finding suitable opponents because you can play against a challenging computer controlled player or against a friend.

Getting Started

1. Place the Chessmaster 3D disk into your PlayStation game console.
2. Turn the PlayStation ON.
3. At The Chessmaster 3D title screen, press START to go to the Game Screen.

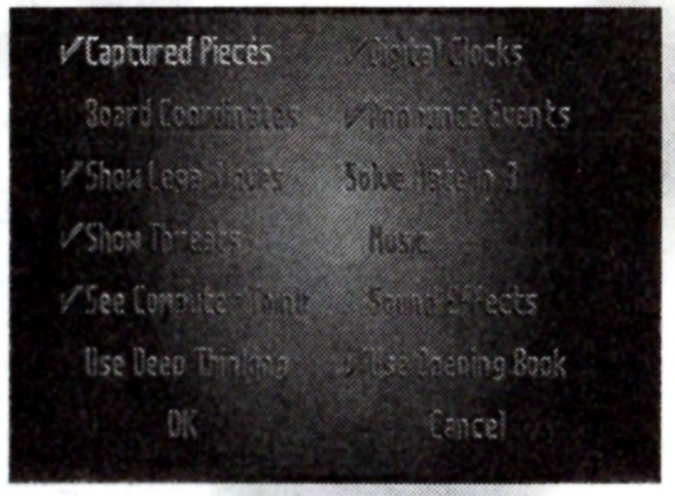
THE 3-D CHESS WORLD

All objects in the 3-D Chess World are active. Highlight one with the curser and press the ⊗ button to enter. You will then be presented with further options. In this way, you can select an adversary or a chess set, or access one of the 4 menus: Option (?), Action (!), Time Controls, or Controller.

CHOOSING A CHESS SET

At the game screen, highlight the Chess Set icons in the upper right corner of the screen. Press the ⊗ button once highlighted to bring up the Chess Set Option screen. Highlight a selection and press the ⊗ button to use that chess set in the game.

?-Options Menu



To view Option Menu (marked by a question mark), press SELECT, or zoom up to the ? icon, just to the left of the chessboard. The Option Menu lets you make a variety of adjustments to make your game more enjoyable. To select/deselect a command, press the Ⓧ , or either side of the D-Pad [▷◁]. A checkmark will appear/disappear beside the command.

PLAY STRENGTH

Gives the play strength of the current opponent. Changing the Play Strength in this menu will cause a different opponent to be selected.

Solve Mate Depth

Specifies how deep to search for mate. The Chessmaster always solves for the side whose turn it is to move. To find a mate for the opposite side, make a move for the current side (or take back a move), then select this again. If The Chessmaster finds a mate, it adds the moves to the end of the move list. Use the Replay Buttons to view the mate sequence. After specifying depth, you can initiate a search for mate by selecting "solve for mate" in the Action menu.

USE DEEP THINKING

When selected, CPU will continue to think during user's turn.

SHOW THINKING

Shows CPU's thought process for move selection (across bottom of screen). In 2D War room Score, Depth, and Position are also shown.

USE OPENING BOOK

Use the Opening Book to help you practice and learn opening lines. Your opponent will play from Opening Book if enabled.

ANNOUNCE EVENTS

When selected, text message will appear for any significant events (Ex: check, checkmate, stalemate, etc.).

CAPTURE PIECES

View all captured pieces on both sides.

DIGITAL CLOCKS

Choose this option to have the digital game clocks displayed, or removed from the screen.

SHOW LEGAL MOVES

Use this command to see where to move. Touching a piece causes the squares to which that piece can legally move to become highlighted green.

MUSIC

Select to have music played during the game. Choose O for off, and 1–9 for volume control.

SHOW THREATS

This command shows which pieces are in "take." A square is red when the piece on it can be captured by an enemy piece.

SOUND EFFECTS

Select to have sound effects played during the game. Choose O for off, and 1–9 for volume control.

SET

(3D Mode only) Selects which chess set is in use.

MOVE LIST

(2D War Room only) Enable this feature to see the last six moves by each player.

CANCEL

Use to cancel current selection and revert to previous setting.

!-Action Menu

Place the cursor on ! in the Main Play Screen to highlight. Press the Do It button. Press START to view the Options Menu.

DEFAULT 3D VIEW

Default to The Chessmaster 3D's normal 3D view. Each 3D chess set has its own view.

2D WAR ROOM

Switches from 3D view to a 2D view. The War Room includes a flat 2D chessboard, the Staunton chess set, Digital clocks, Player Status, Captured Pieces, Think Lines, Legal Moves and Move List. *This option is available from 2D mode only.

ADJUST 3D FAST *

Adjust the 3D View more quickly without displaying the chess pieces. To adjust the 3D View to your liking, press the control pad in any direction to change the angle of the board.

- ⊗ : zooms out
- □ : view depth closer
- △ : zooms in
- ○ : view depth farther

You may also press the Direction buttons in any direction to angle the board.

ADJUST 3D SLOW *

To adjust the 3D View to your liking, press the control pad in any direction to change the angle of the board.

⊗ : zooms out □ : view depth closer

△ : zooms in ○ : view depth farther

You may also press the Direction buttons in any direction to angle the board.

SETUP BOARD

Goes directly to board so user can customize setup.

***Pressing Start from here will take you to Setup Board Menu.**

SOLVE FOR MATE

Ask The Chessmaster 3D to search for a checkmate. The Chessmaster always solves for the side whose turn it is to move. To find a mate for the opposite side, make a move for the current side (or take back a move), then select this again. If The Chessmaster finds a mate, it is shown at the end of the list.

TIME CONTROLS
Brings up time control menu.

CHANGE SIDES
Change the side that you are playing.

SAVE GAME
Save the game you are playing to the PlayStation Memory Card.

LOAD GAME
Load a saved game from the PlayStation Memory Card. If Chessmaster is booted with a saved game on a memory card, settings from that game will be restored.

NEW GAME
End the current game and begin a new game.

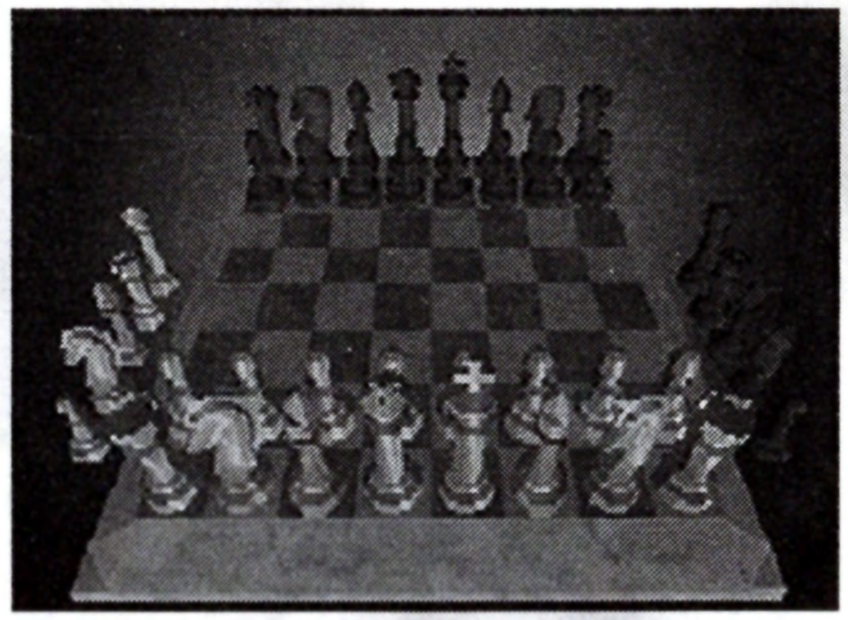
AUTO PLAY
The Chessmaster 3D will play the game for you.

PLAY HEAD-TO-HEAD
Change to a two player game format.

CANCEL
Cancel any selected settings that were changed in that trip into the menu.

Setup Board Menu

To view the Setup Board Menu press START or ⊗ when in the Setup Board option. It is an option of the ! Menu.



REMOVE ALL PIECES

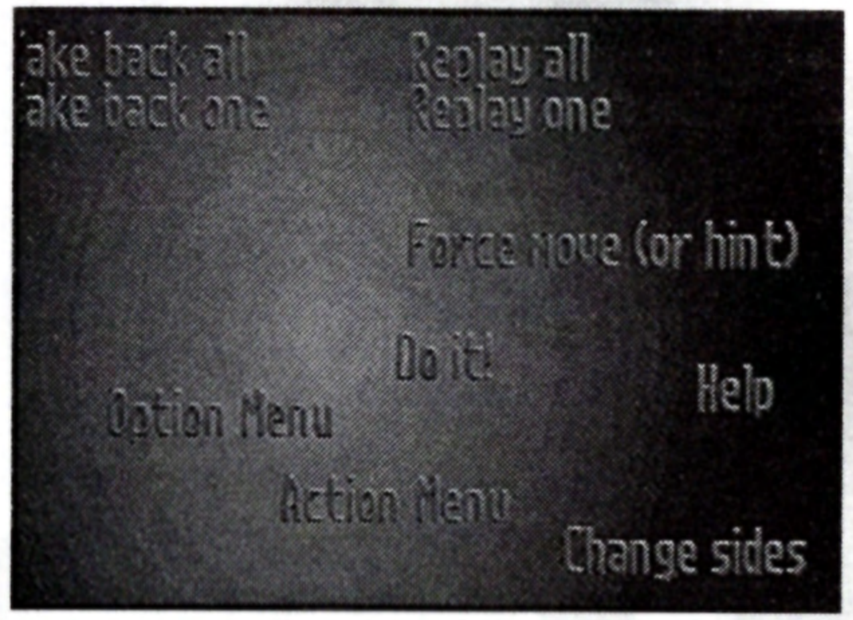
Except King. This feature lets you remove all pieces except for kings so you can place the pieces wherever you want.

SET UP AN OPENING POSITION

Arrange the pieces on the board any way you want within the legal limits of chess. A "grab bag" of Black and White pieces appears on the screen. You may not add more than sixteen pieces per side or put Pawns on the first or eighth row.

Controller Menu

To view the Controller Menu, press the ◎ button. Or, highlight the controller and press ⊗.



L2 TAKE BACK ALL

Move all pieces to original positions.

L1 TAKE BACK ONE

Move one piece back to its original position.

R2 REPLAY ALL

Replay all pieces.

R1 REPLAY ONE

Replay one piece.

FORCE MOVE (OR HINT)

△ Forces opponent to make a move.

Hint - suggests a move if used during your turn.

○ **DO IT!**

Executes your command.

RESTART OPTION

Start-Select, Select-Start.

□ **OPTION MENU**

Go to the Option Menu.

△ **ACTION MENU**

Go to the Action Menu.

□ **CHANGE SIDES**

Switch view to other side of board.

○ **HELP**

Get gameplay help.

Note: Controller configuration – Press Select to choose between 4 preset controller setups.

Basics

To move, use the control pad to move the Wizard's hand in any direction. Press the ⊗ button select the piece you are moving. Then move the hand to the square you wish the piece to move to and press the ⊗ button to confirm your move.

NOTE: If you grab a piece and change your mind, you can return the piece to its starting square before you place it on the board.

Set Up A Position

Arrange the pieces on the board any way you want within the legal limits of chess. A "grab bag" of Black and White pieces appears on the screen.

You may not add more than sixteen pieces per side or put Pawns on the first or eighth row. This command is very handy for setting up endgame positions, practicing checkmates, solving chess problems, and exploring alternate line of play.

Time Controls Menu

These clocks track the time it takes you and your opponent to move. And they also have options for you to customize the length your game and strength of your opponent.

TOURNAMENT TIME CONTROLS

5 seconds per move	Length of time it takes the computer to make a move.
40 moves in 120 minutes	Player must make specified number of moves within specified time period.
5 ply depth search	Specifies how many moves ahead the computer will plot strategy.
Infinite search	Use to plot move in difficult situation. The computer will think about problem until it arrives at solution.

TOURNAMENT TIME CONTROLS

20 minutes per game	Sets game length to specified time limit.
Computer matches human time	Computer moves in same amount of time as human challenger.

OK

CANCEL

Special Moves

CASTLING

A two part move involving the king and a rook. If neither piece has moved previously and there are no pieces placed between them, the king may move two spaces towards the rook and the rook may move to the far side next to the king.

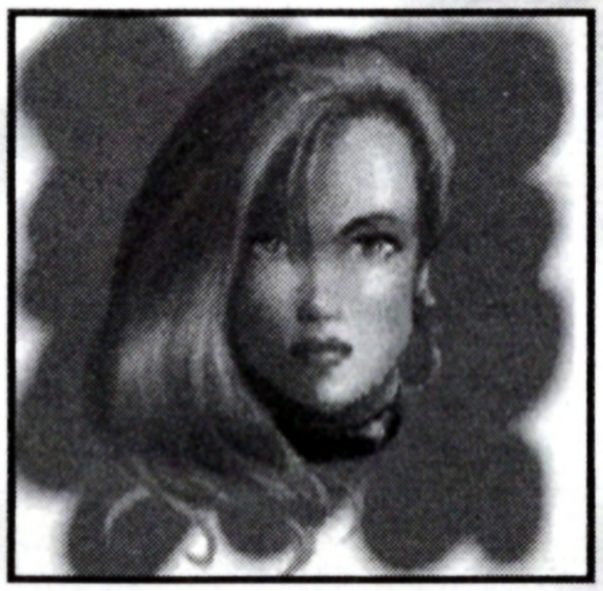
Note: Move the King two spaces first. The Rook will then be moved for you.

EN PASSANT

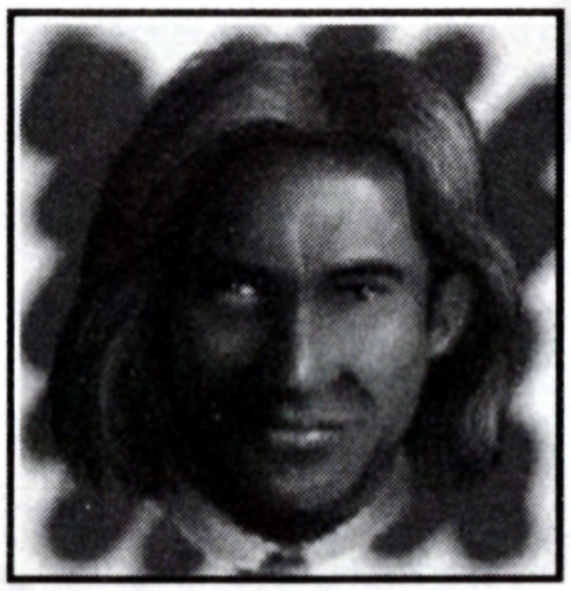
En passant, or capturing in passing, occurs when if, by moving ahead two squares on an opening move, a pawn becomes placed next to an opposing pawn on the same rank, the pawn may take the pawn by moving diagonally to the square immediately behind it.

Opponents

Benjamin



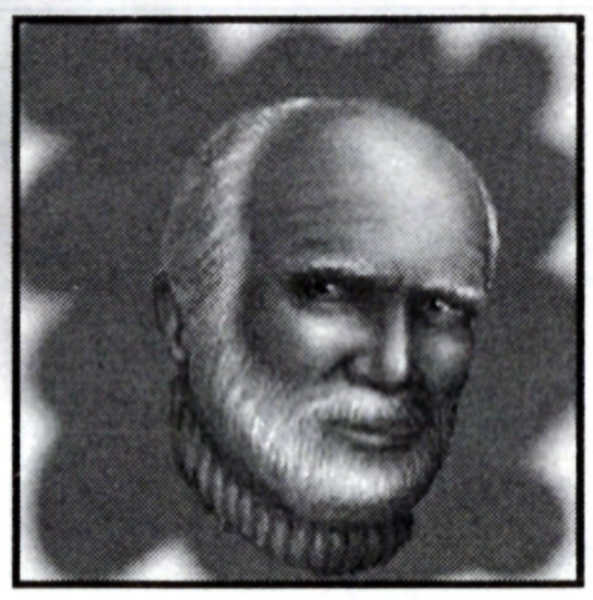
Jean



Rene

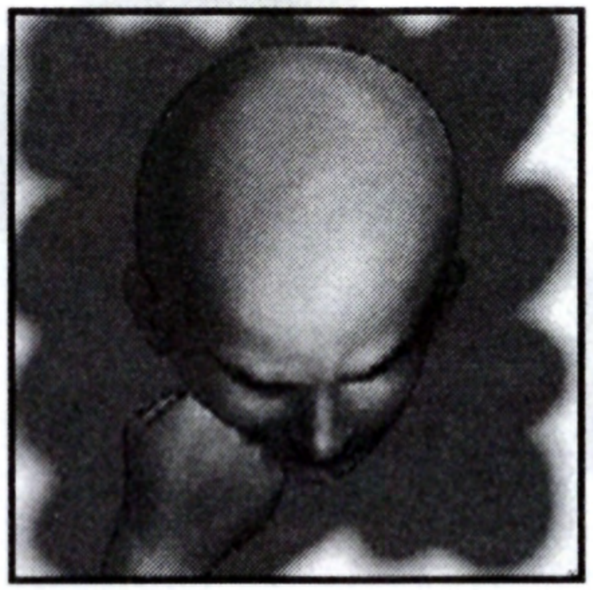
ChessMaster

Rich Abernathy



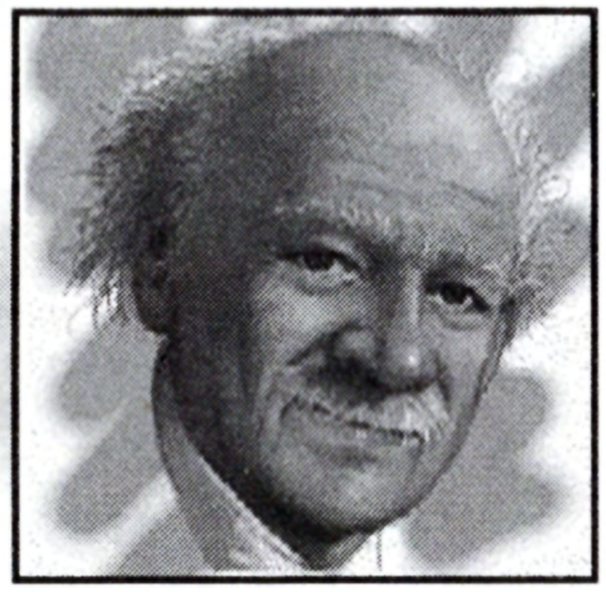
Richard

Chester



Deep Thinker

Sarah

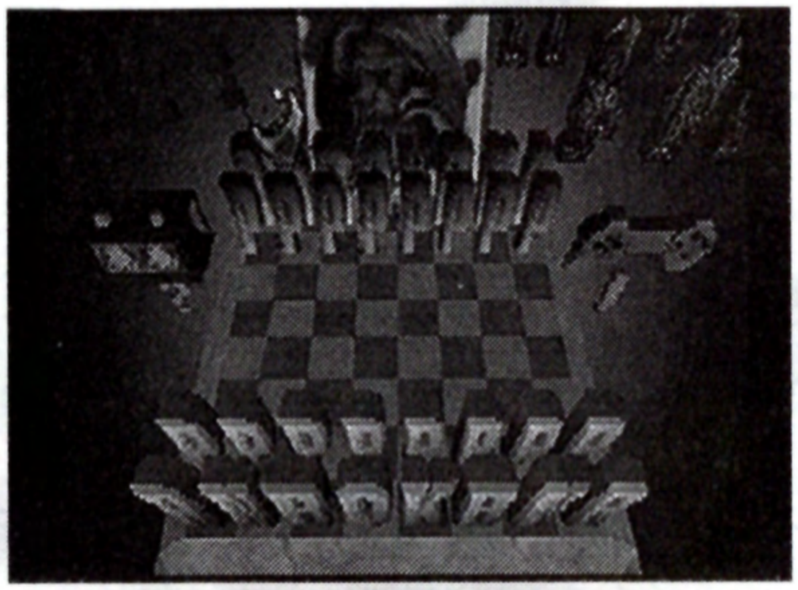


Dr. Shultz

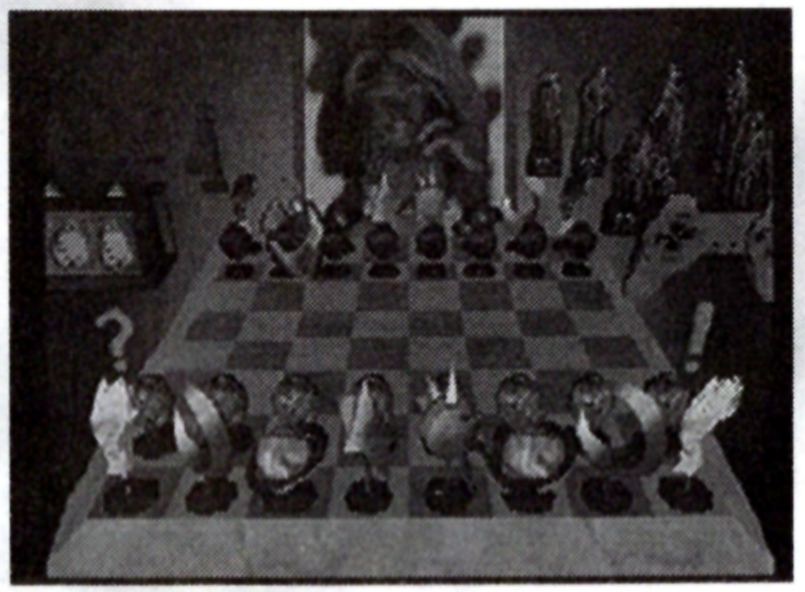
Eb

Yin

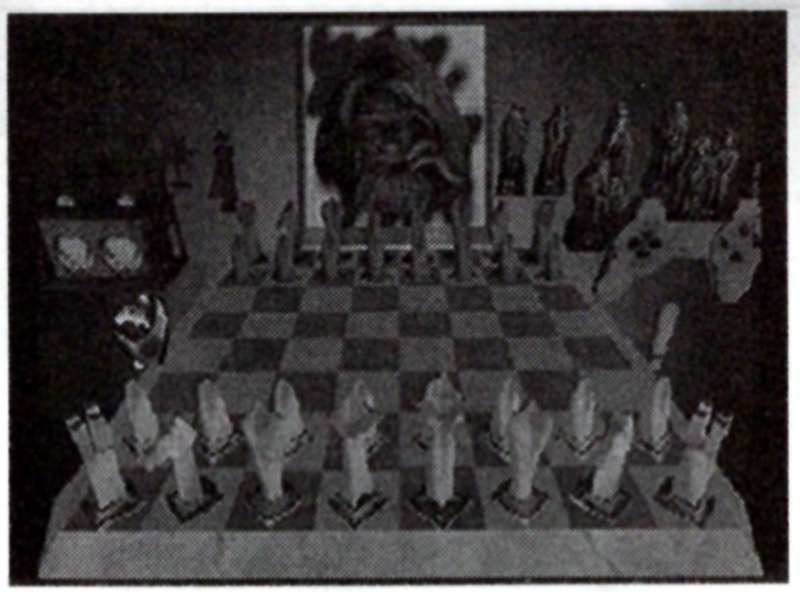
Chess Sets



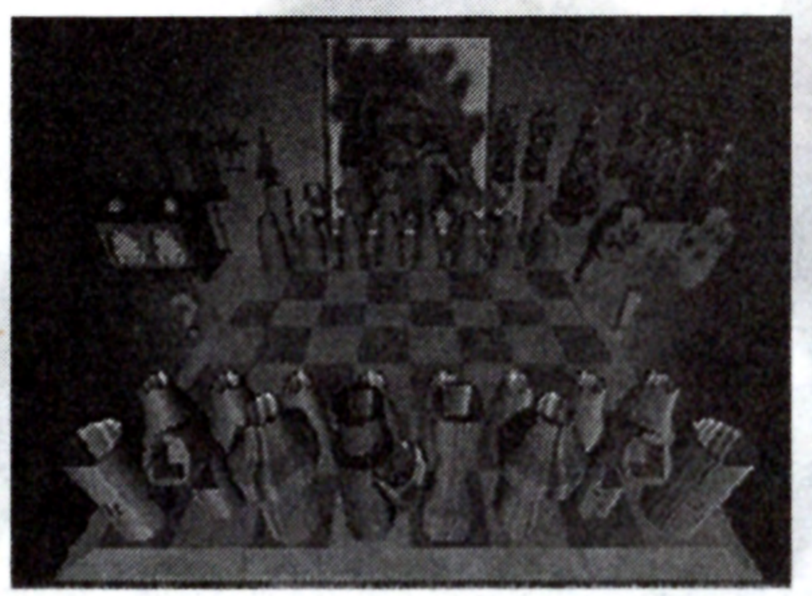
Alphabet



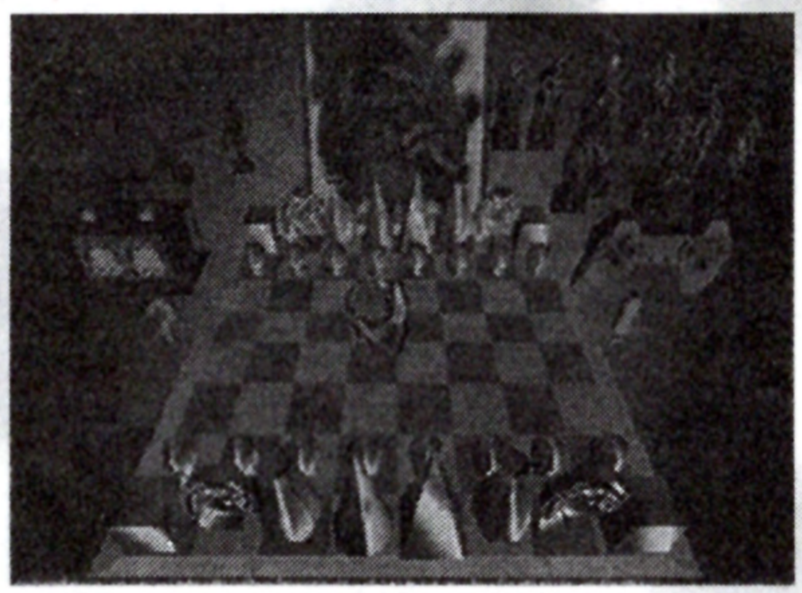
Celestial



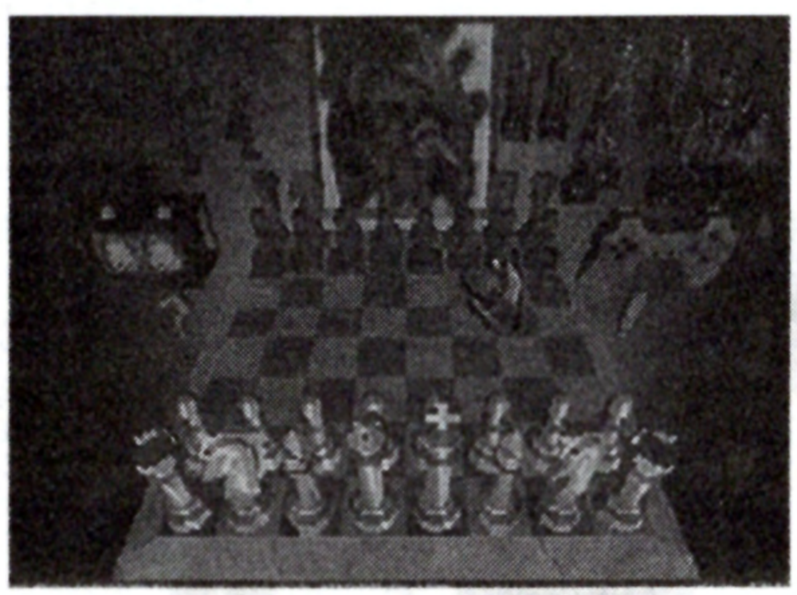
Deco



Mechanical



Modern



Staunton

Overview of Chess

Chess is a 2-player game played on an 8 squares wide by 8 squares long board (64 squares total) of alternating colors. The squares are referred to using numbered rank and lettered file coordinates.

Each player is given 16 pieces:

8 pawns	2 rooks
2 knights	2 bishops
1 queen	1 king

The game's object is to capture the opponent's king by placing him in checkmate. In checkmate the king is under attack by an opposing piece (check). Wherever the king moves, it is under attack by that piece or another opposing piece. Thus, the attacking side wins the game.

If a player feels that there is no alternative to checkmate, the player may resign.

If neither side is able to checkmate the opponent (or force resignation), a stalemate (tie) may be called.

An opponent's piece (except for the king) may be captured by landing on the square occupied by that piece. Captured pieces are removed from the board and are not used again (the exception is called queening).

Piece Movement

Each piece moves in a specific way.

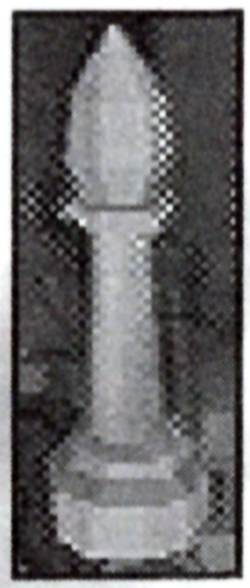
ROOK:

Moves forward or back, left or right as many squares in one direction as desired.

KNIGHT:

Moves in one direction (forward, back, left or right) two squares and one square at right angles to the first direction or one square in one direction and two squares at right angles to the first direction (an L-shaped move).

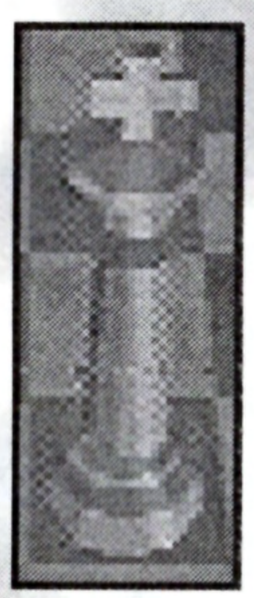
NOTE: A knight is the only piece allowed to jump another piece.



BISHOP:

Moves diagonally any number of spaces in one direction.

QUEEN:
Moves in one direction (forward, back, left, right or diagonal) any number of spaces.



KING:
Moves as the queen does, except one space at a time.

PAWN:
Can only move forward, one space at a time. However, the first move can be two spaces. Pawns capture by moving diagonally. (For other ways a pawn can move, see Special Moves, page 18).

Credits

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